

SCENARIO: THE BURNING OF TOROSHIMA

A Monkey King Minis scenario pack — One Realm, Act 1. Iron warships in the dawn mist, and a shrine full of sacred cores.

The Story

At dawn, dragon-prowed iron warships slide out of the sea-mist off Toroshima, the lantern-shrine island. The great bell rings once before the Kaizoku are over the walls.

The island's forge-monks have only the shrine's small guard between the sea-raiders and their sacred shrine-cores — the glowing hearts the lanterns are lit from.

Forces

The Kaizoku: 3 squads from the Ultra roster, no Titan — the sea-shogun sends frames, not gods. They are the attackers.

The Shrine-Guard: 4 squads from the Chaos roster, nothing costing 7 or more and no Lords — brave monks and militia with borrowed guns.

Remember: a squad is one unit type, up to 10 points.

Setup

Play on a 3'x3' island board. One table edge is the sea: place the two Iron Warships (cards at right) touching it, about 12" apart.

Put the shrine — any big building — in the middle of the opposite half, with the three shrine-cores inside it, 4" apart. The Kaizoku deploy within 3" of their ships; the guard deploys within 6" of the shrine.

Special Rules

- The game lasts 5 rounds. Roll for first each round; alternate squads.
- Shrine-cores:** a model picks up a core by ending a move on it. Carrying a core slows a model by 2" per Move. If the carrier falls, the core drops where it stood. Either side may carry cores.
- The tide:** at the end of Round 5 the ships sail. Any raider not within 3" of a ship is stranded and captured — and any core they carry stays on the island.
- Stolen cargo:** a carried core within 3" of a ship at tide-out is stolen away to the Storm Isles.

Victory

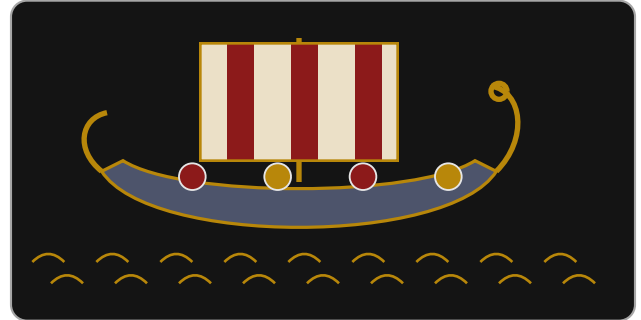
The Kaizoku win if 2 or more cores are stolen away at tide-out.

The Shrine-Guard wins if 2 or more cores are still on the island when the ships sail.

Campaign carryover: each stolen core gives the Kaizoku +1 squad in Act 2 — The Iron Fleet Lands.

IRON WARSHIP

dragon-prowed ship of the Kaizoku



DEPLOY

3"

TIDE

R5

SHIPS

2

CORES

3

Terrain — the ships never move and cannot be attacked.

Raider Deck

Kaizoku squads deploy within 3" of a ship.

The Tide

At the end of Round 5 the ships sail. Raiders not within 3" of a ship are stranded and captured.

Stolen Cargo

A carried core within 3" of a ship at tide-out is stolen away to the Storm Isles.

>= you need TWO ships — print this page twice, or use two toy boats

WHERE TO SET UP



Gold dots = shrine-cores. Steal them and make the boats — or hold them until the tide takes the raiders home.

Carryover: each stolen core = +1 Kaizoku squad in Act 2.